Color Me™

COPYRIGHT © 1982 VERSA COMPUTING, INC.
ALL RIGHTS RESERVED

A Product of

The Software Guild

SYSTEM REQUIREMENTS

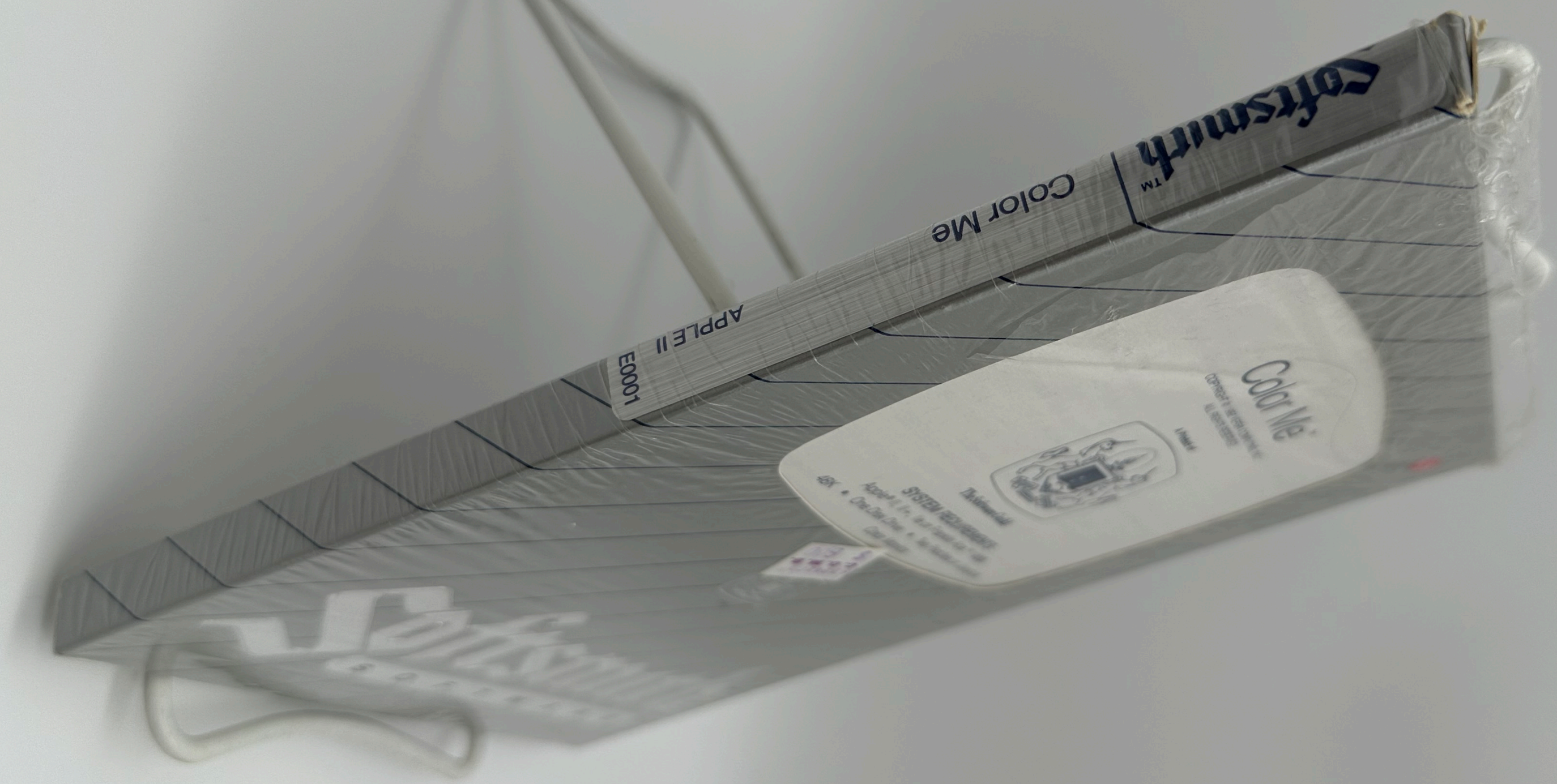
Apple® II, II+, IIe or Franklin Ace™ 1000
48K • One Disk Drive • Two Paddles or Joystick
Color Monitor

C.O.M.B.
6354270
$ 600

T.M.

Softsmith™

SOFTWARE


APPLE II
E0001
Color Me
TM
Color Me

SOFT SECTORED
SINGLE SIDED
DUAL DENSITY

COPYRIGHT © 1982 Versa Computing, Inc.

A PRODUCT OF
The Software Guild™

Softsmith™

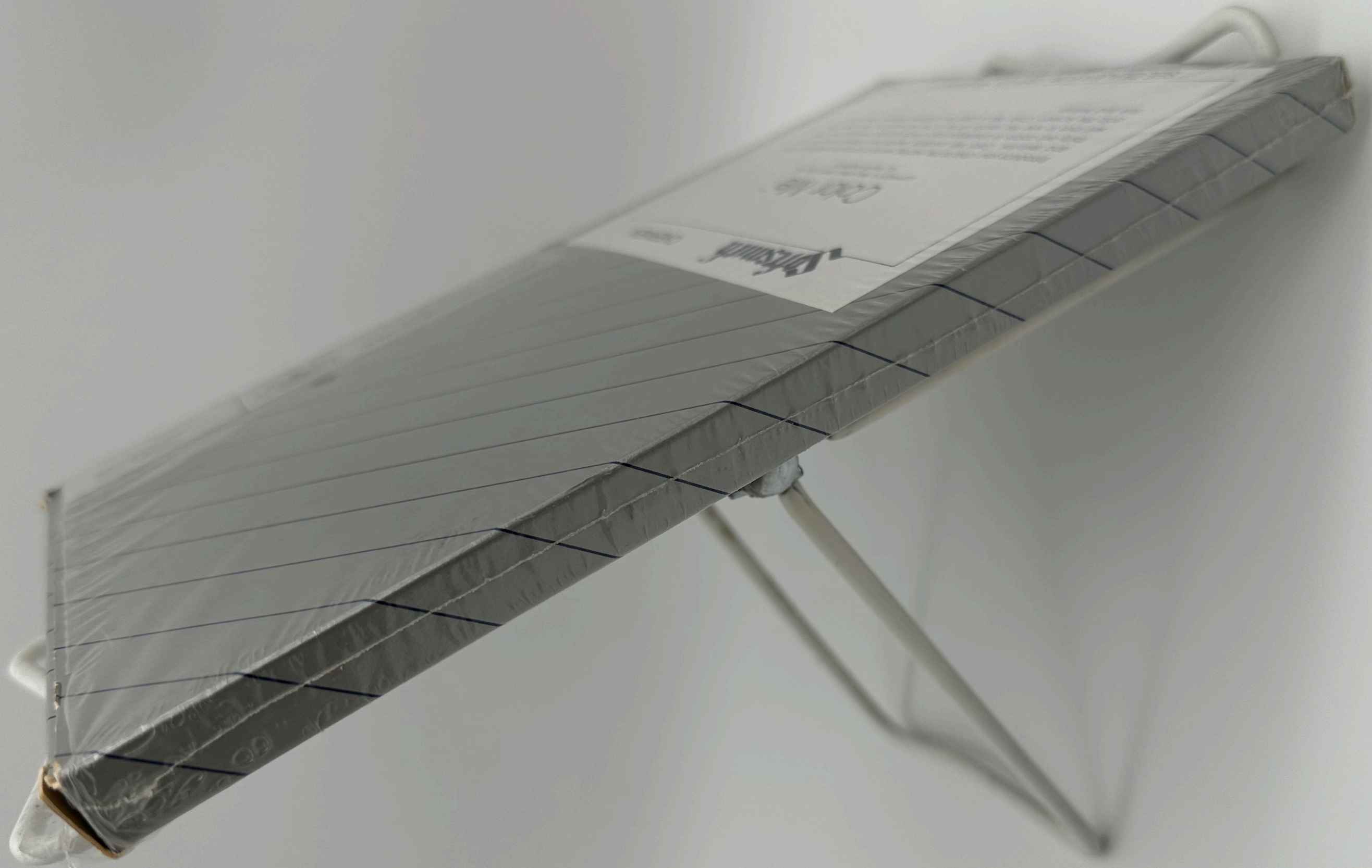
OVERVIEW

Color Me™

COPYRIGHT © 1982 VERSA COMPUTING, INC.
ALL RIGHTS RESERVED

Introduce your child to the exciting world of computer graphics, colors and textures. Color Me contains twenty-five different pictures and thirty-two colors to challenge your child's artistic creativity. Your child will love to see the results of his or her art work as the colors flow onto the screen! Color Me is ideal for children between the ages of five and twelve.

SEE DEALER FOR COPY OF WARRANTY



Softsmith™

SOFT SECTORED
SINGLE SIDED
DUAL DENSITY

Color Me

COPYRIGHT © 1982 Versa Computing, Inc.

APPLE II

EC001

A PRODUCT OF
The Software Guild™

Softsmith OVERVIEW

Color Me

SOFT RECOVERED
INSTALLED
FULL LENGTH
COPYRIGHT © 1982 THE SOFTWARE GUILD, INC.
A PRODUCT OF
The Software Guild™
Softsmith™
OVERVIEW
Color Me™
COPYRIGHT © 1982 VERSA COMPUTING, INC.
ALL RIGHTS RESERVED
Introduce your child to the exciting world of computer graphics, colors and textures. Color Me contains twenty-five different pictures and thirty-two colors to challenge your child's artistic creativity. Your child will love to see the results of his or her art work as the colors flow onto the screen! Color Me is ideal for children between the ages of five and twelve.
SEE DEALER FOR COPY OF WARRANTY

Softsmith

SOFTWARE

Softsmith

Color Me™

COPYRIGHT © 1982 VERSA COMPUTING, INC.
ALL RIGHTS RESERVED

A Product of

The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II+, IIe or Franklin Ace™ 1000
48K • One Disk Drive • Two Paddles or Joystick
Color Monitor

PACKAGE CONTENTS

Color Me Program Diskette
Instruction Booklet
Warranty Card

OVERVIEW

Introduce your child to the exciting world of computer graphics, colors and textures. Color Me contains twenty-five different pictures and thirty-two colors to challenge your child's artistic creativity. Your child will love to see the results of his or her art work as the colors flow onto the screen! Color Me is ideal for children between the ages of five and twelve.

Nº 155006

Softsmith
SOFTWARE GUILD
2935 WHIPPLE ROAD
UNION CITY, CA 94587

Should the software product be found defective in materials or workmanship during the thirty (30) day guarantee period, Guild or retailer will promptly replace product free of charge. THIS WARRANTY IS CONDITIONED AND LIMITED BY THE FOLLOWING PROVISIONS:

1. THIS WARRANTY SHALL APPLY ONLY TO THE ORIGINAL CONSUMER-PURCHASER AND SHALL NOT BE APPLICABLE TO ANY SUBSEQUENT TRANSFEREES.

2. THIS WARRANTY SHALL APPLY ONLY TO DEFECTS IN MATERIALS AND WORKMANSHIP AND IS LIMITED TO SUCH DEFECTS ARISING IN THE COURSE OF NORMAL USE, SERVICE, AND STORAGE CONDITIONS. FURTHERMORE, GUILD MAKES NO WARRANTY OR GUARANTEE TO REPLACE ANY PRODUCT THAT HAS BEEN ACCIDENTALLY DAMAGED OR SUBJECTED TO ABUSE, MISHANDLING, OR MISAPPLICATION. NOR SHALL SAID WARRANTY OR GUARANTEE APPLY WHEN PURCHASER HAS ATTEMPTED TO USE THE SOFTWARE PRODUCT CONTRARY TO THE TERMS OF THE INSTRUCTIONS SET FORTH IN THE DOCUMENTATION OR CATALOG DESCRIPTION OF THE PRODUCT.

3. PURCHASER SHALL RETURN ANY DEFECTIVE SOFTWARE PRODUCT EITHER TO THE AUTHORIZED DEALER OR RETAILER, FROM WHOM THE PRODUCT WAS PURCHASED, OR TO THE GUILD. PURCHASER SHALL BEAR THE EXPENSE OF RETURNING THE DEFECTIVE PRODUCT.

4. GUILD SHALL NOT BE LIABLE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES ARISING FROM THE USE OF A DEFECTIVE SOFTWARE PRODUCT. IN VIEW OF THE UNFORESEEABLE NATURE AND EXTENT OF THE POSSIBLE LOSS RESULTING FROM THE USE OF A DEFECTIVE SOFTWARE PRODUCT, PURCHASER'S EXCLUSIVE REMEDY SHALL BE LIMITED TO THE REPLACEMENT OF THE SOFTWARE PRODUCT OR THE PURCHASE PRICE THEREOF, AT GUILD'S OPTION.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

5. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED IN DURATION TO THE PERIOD OF THIRTY (30) DAYS FROM THE DATE OF PURCHASE.

SOME STATES DO NOT ALLOW LIMITATIONS ON IMPLIED WARRANTIES OF MERCHANTABILITY OF FITNESS FOR A PARTICULAR PURPOSE, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

PLACE POSTAGE STAMP HERE

The Software Guild
2935 WHIPPLE ROAD
UNION CITY, CA 94587

Nº 155006

Softsmith™

Color Me APPLE II E0001

COPYRIGHT ©1982 Versa Computing, Inc.

SOFT SECTORED
SINGLE SIDED
DUAL DENSITY

A PRODUCT OF
The Software Guild™

Softsmith

Softsmith™

Color Me APPLE II E0001

COPYRIGHT ©1982 Versa Computing, Inc.

SOFT SECTORED
SINGLE SIDED
DUAL DENSITY

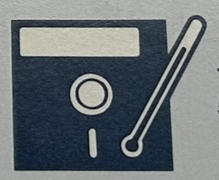
A PRODUCT OF
The Software Guild™

Softsmith

Protect
Protéger
Proteger
Schützen
Proteggere
保 護

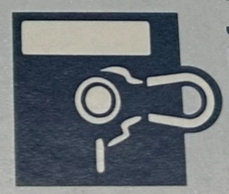
Never
Jamais
Nunca
Nie
Giammai
絶対禁止

No
Non
No
Falsch
No
注 意



10°C→52°C
50°F →125°F

Insert Carefully
Inserer avec soin
Insertar con cuidado
Sorgfältig Einsetzen
Inserire con cura
挿入注意



Never
Jamais
Nunca
Nie
Giammai
絶対禁止

Softsmith™

Color Me

APPLE II

E0001

COPYRIGHT ©1982 Versa Computing, Inc.

SOFT SECTORED
SINGLE SIDED
DUAL DENSITY

A PRODUCT OF
The Software Guild™

10593

NTS
e™ 1000
lles or Joystick

ics, colors
ures and
our child
ors flow
ages of

Softsmith

№ 155006

Softsmith CORPORATION
2935 WHIPPLE ROAD
UNION CITY, CA 94587

Should the software product be found defective in materials or workmanship during the thirty (30) day guarantee period, Guild or retailer will promptly replace product free of charge. THIS WARRANTY IS CONDITIONED AND LIMITED BY THE FOLLOWING PROVISIONS:

1. THIS WARRANTY SHALL APPLY ONLY TO THE ORIGINAL CONSUMER-PURCHASER AND SHALL NOT BE APPLICABLE TO ANY SUBSEQUENT TRANSFEREES.

2. THIS WARRANTY SHALL APPLY ONLY TO DEFECTS IN MATERIALS AND WORKMANSHIP AND IS LIMITED TO SUCH DEFECTS ARISING IN THE COURSE OF NORMAL USE, SERVICE, AND STORAGE CONDITIONS. FURTHERMORE, GUILD MAKES NO WARRANTY OR GUARANTEE TO REPLACE ANY PRODUCT THAT HAS BEEN ACCIDENTALLY DAMAGED OR SUBJECTED TO ABUSE, MISHANDLING, OR MISAPPLICATION. NOR SHALL SAID WARRANTY OR GUARANTEE APPLY WHEN PURCHASER HAS ATTEMPTED TO USE THE SOFTWARE PRODUCT CONTRARY TO THE TERMS OF THE INSTRUCTIONS SET FORTH IN THE DOCUMENTATION OR CATALOG DESCRIPTION OF THE PRODUCT.

3. PURCHASER SHALL RETURN ANY DEFECTIVE SOFTWARE PRODUCT EITHER TO THE AUTHORIZED DEALER OR RETAILER, FROM WHOM THE PRODUCT WAS PURCHASED, OR TO THE GUILD. PURCHASER SHALL BEAR THE EXPENSE OF RETURNING THE DEFECTIVE PRODUCT.

4. GUILD SHALL NOT BE LIABLE FOR ANY CONSEQUENTIAL OR INCIDENTAL DAMAGES ARISING FROM THE USE OF A DEFECTIVE SOFTWARE PRODUCT. IN VIEW OF THE UNFORESEEABLE NATURE AND EXTENT OF THE POSSIBLE LOSS RESULTING FROM THE USE OF A DEFECTIVE SOFTWARE PRODUCT, PURCHASER'S EXCLUSIVE REMEDY SHALL BE LIMITED TO THE REPLACEMENT OF THE SOFTWARE PRODUCT OR THE PURCHASE PRICE THEREOF, AT GUILD'S OPTION.

SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.

5. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE LIMITED IN DURATION TO THE PERIOD OF THIRTY (30) DAYS FROM THE DATE OF PURCHASE.

SOME STATES DO NOT ALLOW LIMITATIONS ON IMPLIED WARRANTIES OF MERCHANTABILITY OF FITNESS FOR A PARTICULAR PURPOSE, SO THE ABOVE LIMITATION MAY NOT APPLY TO YOU.

THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

PLACE
POSTAGE
STAMP
HERE

The Software Guild™
2935 WHIPPLE ROAD
UNION CITY, CA 94587

№ 155006

LIMITED WARRANTY OF USER-REGISTERED SOFTWARE PRODUCTS MANUFACTURED OR DISTRIBUTED BY THE SOFTWARE GUILD, INC.

THIS WARRANTY IS NOT EFFECTIVE UNLESS THE WARRANTY CARD IS RETURNED TO THE SOFTWARE GUILD, INC., WITHIN FIFTEEN (15) DAYS OF PURCHASE. SOME STATES MAY NOW ALLOW THIS LIMITATION, SO THIS CONDITION MAY NOT APPLY TO YOU.

The Software Guild, Inc., (Guild) guarantees the accompanying software product to be free from defects in materials and workmanship, for a period of thirty (30) days from date of purchase. "Software Product" shall be defined to include the documentation and media (i.e., magnetic disk, cassette, etc.), BUT NOT THE PROGRAM CODE.

DISCLAIMER OF WARRANTY AND LIABILITY FOR THE COMPUTER PROGRAM

The Softsmith Corporation is dedicated to offering its customers the widest variety of high-quality software products available. To do this, Softsmith recruits programs from across the nation.

Softsmith is required by law to notify you that, this Softsmith program is sold "AS IS", and we do not guarantee it in any way. In particular, we make no warranty, express or implied, including warranties of merchantability and fitness for a particular purpose. To the extent allowable under law, we do not assume responsibility for any losses or damages of any kind that might result from the use of the program portion, of a Softsmith Product. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

We hope this program meets your requirements, but we ask you to read the documentation completely, before using it, in order to protect your program and data.

A Product Of

The Software Guild™

Softsmith CORPORATION

WARRANTY CARD

PLEASE PRINT OR TYPE

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

PLACE AND DATE OF PURCHASE _____

_____

PROGRAM NAME _____ DISK ☐ CASSETTE ☐

FOR USE IN HOME ☐ BUSINESS ☐

TYPE OF COMPUTER _____

SIGNATURE _____

DO YOU WISH TO RECEIVE A CATALOG OF ALL SOFTSMITH PRODUCTS?

YES ☐ NO ☐

Softsmith

Color Me™

COPYRIGHT © 1982 VERSA COMPUTING, INC.
ALL RIGHTS RESERVED

A Product of

The Software Guild

SYSTEM REQUIREMENTS

Apple® II, II+, IIe or Franklin Ace™ 1000
48K • One Disk Drive • Two Paddles or Joystick
Color Monitor

PACKAGE CONTENTS

Color Me Program Diskette
Instruction Booklet
Warranty Card

OVERVIEW

Introduce your child to the exciting world of computer graphics, colors and textures. Color Me contains twenty-five different pictures and *thirty-two colors to challenge your child's artistic creativity. Your child will love to see the results of his or her art work as the colors flow onto the screen!* Color Me is ideal for children between the ages of five and twelve.

PLAYING INSTRUCTIONS

About a minute after the Color Me title screen appears, the computer displays the first picture. The upper portion of the screen contains the picture. The lower portion of the screen contains the thirty-two color choices and four boxes with the letters "P," "C," "K" and "E."

To select a color, move the cursor (it looks like a "+" sign) to the color you desire by using the paddles or joystick. Then press button #0. The computer will place a flashing square-shaped cursor in the color box. Then move the "+" shaped cursor to the area of the picture you wish to color and press button #0 again. The computer will fill in the area with your color. Press button #1 to stop the filling in process.

The four letters in the lower right-hand corner control what you can do with a picture. Move the "+" cursor to the letter of the command you wish and press button #0. "P" moves to the next picture. "C" colors in a picture automatically. "K" keeps the present color information for automatic coloring the next time. "E" erases the color from the picture for recoloring.

In addition to the paddle controls, Color Me includes some additional keyboard controls. Press [P] to go to the next picture and press [C] to color a picture automatically. You may recall a picture using its number by pressing [N], typing in its number and then pressing [RETURN]. End the game by pressing [Q] or [ESC].

GAME CONTROLS

From the Game Paddles or Joystick

Button #0	selects a color; fills in an area with the color; activates letter commands
Button #1	stops the filling in process
P + Button #0	moves to the next picture (press button #0)
C + Button #0	automatically colors in a picture
K + Button #0	stores the present color information to be colored in automatically
E + Button #0	erases the color from a picture

From the Keyboard

[P]	moves to the next picture
[C]	automatically colors the picture
[N] + number + [RETURN]	selects a picture by its number
[Q]	ends the game
[ESC]	ends the game